A Fortran List Processor (FLIP)

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A FORTRAN LIST PROCESSOR (FLIP)

by

Karl A. Fugal

A thesis submitted in partial fulfillment of the requirements for the degree of

MASTER OF SCIENCE

in

Applied Statistics

Approved:

UTAH STATE UNIVERSITY
Logan, Utah
1970
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ABSTRACT

A FORTRAN LIST PROCESSOR (FLIP)

by

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Master of Science

Utah State University, 1970

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Department: Applied Statistics and Computer Science

A series of Basic Assembler Language subroutines were
developed and made available to the FORTRAN IV language
processor which makes list processing possible in a
flexible and easily understood way.

The subroutines will create and maintain list
structures in the computer's core storage. The subroutines
are sufficiently general to permit FORTRAN programmers to
tailor list processing routines to their own individual
requirements. List structure sizes are limited only by
the amount of core storage available.

(61 pages)
INTRODUCTION

The modern high speed digital computer, in its most general application, can be thought of as a symbol manipulator. However, it is most often used to process numerical data because most widely used programming languages available for the digital computer are designed for numerical calculations for either scientific or business oriented data. When problems arise that require the symbol manipulation capability of the computer, one must transform the problem to operations on numerical data or learn a new programming language designed specifically for symbol manipulation problems.

Several list processing and string processing languages are in existence that are used to program symbol manipulation problems. Most of these existing languages have restrictions and predefined conventions that make them difficult to use by anyone other than a professional programmer. In addition, most of them cannot be used as subroutines to the FORTRAN (FORmula TRANslatin) language; that is, they are independent language translators which in turn implies that the programmer must rely entirely on the instruction set afforded by one and only one of these languages.

This thesis contains the documentation and assembly listings for seven subroutines written in Basic Assembler Language for the IBM/360 computer. It is the purpose of
this project to add list processing capabilities to a widely known programming language, namely FORTRAN, in a more flexible and general way than has been done heretofore. The size of the data list is limited only by available core storage. The size of each field within a node is limited to 256 bytes. These subroutines may be used on any IBM S/360 computer that uses the FORTRAN IV language processor.

It is assumed that any potential user of these subroutines has a working knowledge of the FORTRAN language and is familiar with the concept of list processing.
KNOWN LIST AND STRING PROCESSING LANGUAGES:
THEIR CAPABILITIES AND RESTRICTIONS

Many tasks exist which can be performed on a digital computer without knowing specific values of the many variables involved. Getting the computer to perform these tasks can create a communications problem that reaches beyond the capabilities of formal computer language translators (1).

The subroutines developed in this thesis will ease the above mentioned communications problem considerably.

A list may be defined as a group of logically associated items whose sequence, relative to each other, contributes to the meaning of the group. A page taken from a book is an example of a list, where each sentence on that page may be considered an item. Clearly the sequence of this group of sentences is important. List processing is the ability to create, change the sequence of, add to, delete from, and retrieve information from a list or lists. A string may be defined as a variable length sequence of characters and may be considered as one type of list (5). The above example of a group of sentences, or a written page, may be called a string. String processing consists of searching for patterns and transforming them into other patterns, and making insertions and deletions in the string itself.
In order to process or manipulate symbolic data, many list processing and string processing languages have been developed, the oldest of these being the IPL family culminating in IPL-V.

IPL-I (Information Processing Language - I) was a list processing language designed to handle applications involving proving theorems in propositional calculus and playing chess. The first implemented version was IPL-II. This was implemented on the JOHNNIAC computer by the RAND Corporation (5). IPL-III was never implemented because of core storage space problems. IPL-IV was used in the field of artificial intelligence, but was replaced by IPL-V before documentation was finalized and the version implemented.

IPL-V is at a very low language level (almost assembly like) for a list processor. It requires a professional programmer to use it effectively. It has more than 200 primitive subroutines. Probably the most significant contributions made by the IPL family were that they set a groundwork for the design and development of future list processing languages and that they added to the technology of programming in general (5).

L^6 (Bell Telephone Laboratories Low-Level Linked List Language) was developed in 1965 by Kenneth C. Knowlton (5). It, too, is a list processing language. The internal structure of L^6 is very different and more efficient than IPL-V. The use of L^6, its capabilities and restrictions do, however, resemble those of IPL-V.
In 1959, the Artificial Intelligence Group at Massachusetts Institute of Technology (M. I. T.), under the direction of Professor John McCarthy, began work on the LISP programming system.

...designed to facilitate experiments with a proposed system called the Advice Taker, whereby a machine could be instructed to handle declarative as well as imperative sentences and could exhibit "common sense" in carrying out its instructions....The main requirement was a programming system for manipulating sentences so that the Advice Taker system could make deductions.

In the course of its development the LISP system went through several stages of simplification and eventually came to be based on a scheme for representing the partial recursive functions of a class of symbolic expressions (2, p. 405).

LISP is ill suited for anything except general symbol manipulation and list processing. It is meant to be used only by experienced professional programmers. It depends heavily on the use of matching parentheses and is therefore an error-prone language. The LISP language is well adapted to applications that require large amounts of recursion (5).

The first of the string processing languages was COMIT. This system was developed at M. I. T. as a joint project of the Mechanical Translation Group of the Research Laboratory of Electronics and the Computation Center. The system was designed to provide the professional linguist with a computer aid to his research (5). It was intended that nonprofessional programmers be able to write programs in the COMIT language, i.e., the professional linguist himself. COMIT was the first programming system to provide an effective
means of searching for a given string pattern and then performing transformations in that string.

SNOBOL was developed by adding to COMIT, mainly in the areas of string naming and arithmetic capabilities. Work on SNOBOL was started in 1962 at Bell Telephone Laboratories. Later developments and improvements to the language eventually led to the creation of SNOBOL3 and later SNOBOL4.

Other less widely known list processing languages include:

1. TRAC (Text Reckoning and Compiling)
2. TREET
3. CLIP (Cornell List Processor)
4. CORAL (Class Oriented Ring Associative Language)
5. SPRINT
6. LOLITA (Language for the On-Line Investigation and Transformation of Abstractions)

There have been previous attempts to develop a set of primitive subroutines that, when called by a higher level language, provide the capability to do list and/or string processing. Perhaps the most widely known subroutine sets are SLIP and SAC-1. Since this thesis involves the development of another subroutine set that may be embedded in a high level language, i.e., FORTRAN, a more detailed discussion of SLIP and SAC-1 will be presented.

SLIP (Symmetric List Processor) is a descendant of at least four earlier list processors: (a) FLPL by Gelernter;
(b) IPL-V by Newell; (c) Threaded Lists by Perlis; and
(d) KLS by Weizenbaum (1).

The fundamental information module with which SLIP deals is a word pair. The first word of the pair is divided into an identification field, a left link field, and a right link field. The second word of the pair is used to contain data (3). A relatively complete set of subroutines and functions are provided by SLIP. This is possible in part by the fixed node structure of SLIP (word pair). The node structure has a distinct disadvantage for many applications in that the node size is fixed and unchangeable, space is required for two link fields even though one field may be sufficient and more than one node is required to store data that are more than one word long. The programmer who uses the SLIP subroutines has to become familiar with several functions and subroutines and in many cases design his application to be compatible with the processor rather than having the advantage of writing a list processing program to fit the application.

SAC-1 (System for Symbolic and Algebraic Calculations - version 1) is a computer independent set of subroutines that are called from a FORTRAN main-line program. SAC-1 uses a relatively small number of simple "primitive subprograms written in an assembly language. The remainder of the SAC-1 list processing system consists of several subprograms written in FORTRAN, the majority of which rely on the
prewritten "primitives". SAC-1 is not an elaborate or extensive list processing system. It provides only the most basic and most essential list processing operations. The user is expected to augment the subprograms of SAC-1 with his own subprograms in order to develop a system that has the capabilities required of it. It should be noted, however, that these user-written subprograms can be written in the FORTRAN language, and thus the use of a lower level language can be avoided.

The node structure defined in SAC-1 is a fixed length group of cells that consist of the type field, the element field, the reference count field, and the successor field. The element field contains the data to be stored in the node (4). The SAC-1 node structure poses the same variable length restriction as does the SLIP node structure. The field lengths of a SAC-1 cell are defined and fixed at the time the "primitive" assembler subprograms are implemented at each installation. The list processing system described by this thesis (FLIP) is very similar in appearance to SAC-1 in that the basic concept of the system is the addition of a small but powerful group of assembly language subroutines to the FORTRAN language. From these "primitive" subroutines a more powerful and more specialized list processing system can be constructed by use of FORTRAN programs and subroutines. SAC-1 has had many powerful FORTRAN subprograms added to it since its initial implementation. Integer arithmetic,
polynomial read and write, and polynomial manipulation routines are some examples.

FLIP is more versatile and flexible than SAC-1 in that the node structure is not fixed. The user may design a node structure consistent with the needs of his application by specifying the number of fields per node and the length (in bytes) of each field.
A FORTRAN LIST PROCESSOR (FLIP)

Description

FLIP is a set of seven assembler language subprograms which may be called by a FORTRAN program. These seven subprograms enable a programmer to design and implement his own list processing language. The subprogram names are SETUP, IAVAIL, LINK, SLINK, GET, STASH, and ERASE. These seven names become reserved words in any program using the subprograms. In this discussion a list will consist of a set of nodes linked together by pointers, each node consisting of a pointer stored in the link field and any number of additional fields. The pointers will be referred to as link variables. The link variables may, at the option of the programmer, point forward or backward. Nodes may be added to the list at either end, thus providing the capability of creating a queued (first in, first out) or stacked (first in, last out) list. Node fields may be used to store additional link variables which will allow the creation of multiple linked lists.

Fields of any length up to 256 bytes may be defined in each node. The programmer has the capability of adding to, deleting from, or changing the sequence of his list at any time. Two or more lists may be combined to form a single list, and a list may be segmented into two or more
other lists. FLIP provides the capability of creating and processing compiler list structures as well as more elementary lists. An attempt was made to hold the number of primitive subroutines to a minimum and make them easy to use by the non professional programmer.

A distinction must be made between commonly used FORTRAN variables, link variables, and field names. FORTRAN variables are: integer, real, subscripted, complex, double precision, etc. Link variables are variables whose values are restricted to addresses and must be of the integer full word type. Field names are used to uniquely identify each field within a node. They are actual FORTRAN variables and as such must be defined before any reference is made to them. Field name variables may be of either the real or integer type.

**Methodology**

A list of nodes will be constructed in core and a corresponding control table will be developed to carry information needed to access the list. The list will be referred to as the available list. From it the programmer may take and/or return nodes as necessary during the construction of his own list or lists. The available list and control table will be created in an area of core storage reserved by the FORTRAN program. The core storage address of the available list must be available at all times during
the execution of the program. It therefore is stored as a four byte address constant beginning in byte 12 of the communication region in the Disk Operating System supervisor.

SETUP is the name of the subprogram that accepts the reserved core storage from the calling program and creates the available list and control table. SETUP must be invoked once and only once during the execution of the FORTRAN program. It is activated by CALL SETUP (argument list). SETUP creates each node in the available list in the format defined by the argument list and then links the list to form a stack. The calling sequence has the following form: CALL SETUP (vn, d, lfn, 2, fn₁, l₁, fn₂, l₂, ..., fnₖ, lₖ) where vn is the variable name of a subscripted variable occurring in a preceding DIMENSION statement, d is an integer less than or equal to the number of full words in that array, lfn is the link field name the user chooses to use to identify the link field of each node, 2 is the number of bytes in the link field. Each fnᵢ, i = 1, ..., K, is a unique field name of a field in the node, and lᵢ, i = 1, ..., k, is the length, in bytes, of the field named by fnᵢ. The lfn and integer 2 parameters are used only for documentation and to maintain consistency since the link field is always the first two bytes in each node.

The control table is created and stored in the first segment of the array vn. The format of the control table is alp, fn₁, l₁, ..., fnₖ, lₖ where alp is the available
list pointer which is the link to the next available node, $f_{n_1}$, $i = 1, \ldots, k$, are the field names as discussed above, and $l_i$, $i = 1, \ldots, k$, are the corresponding field lengths in bytes. Each field name is four bytes in length and each field length is a two byte integer, thus the total length of the control table for a given FORTRAN program can be calculated as $6K + 2$ where $K$ is the number of fields per node and the constant 2 is the number of fields per node and the constant 2 is the number of bytes used for the available list pointer. The SETUP subprogram next creates a series of nodes and links them together to form the available list. The number of nodes that will be created is dependent upon the amount of core storage remaining in the array $v_n$, and may be determined by the formula:

$$\frac{4d - 2 - 6K}{k}$$

$$2 + \sum_{i=1}^{K} l_i$$

All addresses are relative to the first byte of the control table which is stored as an address constant in the subroutine SETUP and is subsequently referred to by other primitive subroutines. Actual addresses are composed of the table address as a base and the two bytes relative address. This addressing method allows any location within 65,536 bytes of the beginning of the array $v_n$ to be accessed and requires only two bytes to store all address pointers.
As a result of activating the subroutine SETUP, an address constant is stored in a readily available location, a table is created that fully describes each node as defined by the calling program, and a list of nodes is made available for use by the calling program. The subroutine SETUP is 188 bytes in length.

A programmer may create his own list by obtaining nodes from the available list and linking them together. A link variable is returned as the value of the integer valued function IAVAIL. IAVAIL may be activated by a reference such as NA = IAVAIL(X). X is a dummy argument not used by the subprogram. The link variable returned is taken from the first two bytes of the control table. That link variable is then replaced by the link variable of the next node in the available list. This cycle is repeated each time IAVAIL is invoked. When the nodes in the available list have been exhausted, the value of IAVAIL becomes zero. The subprogram IAVAIL requires 40 bytes of core storage.

After a new node is obtained, it can be linked to another node or another node may be linked to it or both links may be made. The SLINK subroutine subprogram is used to perform this linkage. This subroutine stores the two-byte link variable of one node in the link field of another node. SLINK is activated by CALL SLINK (lv, n) where lv is a link variable that is stored in the node pointed to by n (n is thus a link variable also). If reverse linkage is
desired, the arguments \( lv \) and \( n \) would have to be written in
the reverse order, i.e., \( \text{CALL SLINK} (n, lv) \). In the event
a programmer is creating a double linked list, he must use
\( \text{SLINK} \) for one way linkage and the subprogram \( \text{STASH} \) for the
second linkage. \( \text{STASH} \) will be discussed later. By the
repeated use of \( \text{IAVAIL} \) and \( \text{SLINK} \) a programmer can thus
create a list consisting of as many nodes as is required.
The subprogram \( \text{SLINK} \) requires 70 bytes of core storage.

\( \text{LINK} \) is an integer valued function subprogram activated
by a call such as \( \text{ID} = \text{LINK} (lv) \). Its purpose is to retrieve
the value of the link field of the node pointed to by the
link variable \( lv \). The contents of the first two bytes of
the node referenced by \( lv \) are passed back as the returned
value. In this manner the list variable of the next
sequential node is obtained. If the link variable of the
node in sequence beyond the next node is desired, \( \text{ID} = \text{LINK} \)
(\( \text{LINK} (lv) \)) may be invoked. This nesting is valid for as
many levels as the IBM S/360 FORTRAN compiler permits. The
subroutine \( \text{LINK} \) requires 48 bytes of core storage.

Data in any machine readable form may be stored in the
fields of each node. The data are stored by field through
the activation of the subroutine subprogram \( \text{STASH} \), i.e.,
\( \text{CALL STASH} (lv, fn_1, v_1, fn_2, v_2, \ldots, fn_k, v_k) \) where \( lv \) is
a link variable pointing to the receiving node, \( fn_i, i = 1, \ldots, k \), are the field names of the receiving fields, and
\( v_i, i = 1, \ldots, k \), are the values to be stored. "v" may
be any valid FORTRAN variable, subscripted or unsubscripted. Data are transferred beginning with the first byte in \( v \). The number of bytes transferred is equal to the value of the length field of \( fn \) found in the control table. The subroutine STASH requires 148 bytes of core storage.

Data stored in a field by the STASH subroutine may be retrieved by the GET subroutine subprogram. It is activated by \( \text{CALL GET} (1v, fn_1, v_1, fn_2, v_2, \ldots, fn_k, v_k) \) where \( 1v \) is a link variable pointing to the node containing the desired information, \( fn_i, i = 1, \ldots, k \), are the field names of the fields containing the desired information, and \( v_i, i = 1, \ldots, k \), are the variables capable of receiving the retrieved information. "v" can be a subscripted or unsubscripted variable. Data are transferred to \( v \) for a length equal to the value of the length field of \( fn \) as stored in the control table. If the length of \( v \) exceeds the length of \( fn \), information is stored left justified in \( v \). All data transferred by the GET and STASH subprograms are processed without regard to mode. It is therefore imperative that the user assure himself that real variables are used to receive real values and integer variables are used to receive integer values or use some other means to preserve mode compatibility. The subroutine GET requires 132 bytes of core storage.

Nodes that are no longer of any value to a particular list may be returned to the available list by means of the subroutine subprogram ERASE. This subroutine maintains a
current list of available space. By using ERASE, the problem programmer prevents the accumulation of non active core storage and thus precludes the necessity of the commonly known function called garbage collection. Since the number of nodes available at any given time is limited, it may be important to return any nodes as soon as their purpose has been served. ERASE is activated by CALL ERASE (lv). It returns the node pointed to by the list variable lv to the top of the available list. This node then becomes the next available node and the former first node of the available list linked to it. The contents of returned nodes are not changed, with the exception of the link fields in each node. The subroutine ERASE requires 60 bytes of core storage.


APPENDIXES
Appendix A

Subroutine SETUP

The following is a source statement listing of Subroutine SETUP.

SUBROUTINE SETUP

SETUP START 0

USING *,R15
B *(+8

ADCON DS F

STM 14, 12, 12(13) STORE REGS FROM CALLING

* 

R1 EQU 1 PARAMETER LIST POINTER
R4 EQU 4 INCREMENT THROUGH TABLE
R5 EQU 5 NO. OF BYTES RESERVED
R6 EQU 6 NO. OF BYTES IN TABLE
R7 EQU 7 WORK
R8 EQU 8 NO. OF BYTES PER NODE
R9 EQU 9 WORK
R10 EQU 10 WORK
R11 EQU 11 WORK
R14 EQU 14 RETURN
R15 EQU 15 BASE

* CALL SETUP(RESBLK,100,LNK,2,F1,f,F2,8,F3,2,F4,1)
* RESBLK IS AREA-DIMENSION RESBLK(100)-RESERVED FOR LIST.
* REMAINING PARAMETERS ARE FIELD NAMES AND LENGTHS FOR
* EACH NODE

LR R10,R1 R10 IS NOW PARAMETER LIST

* 

MVC ADCON,0(R10) STORE ADDRESS OF CORE

* 

L R4,0(R10) ADCON FULL WORD
TABLE AND LIST WILL BE
ADDRESSED
RELATIVE TO THIS LOCATION
GET NEXT PARAMETER-AREA
SIZE
PUT SIZE OF DIMENSION IN R5
MULTIPLY BY 4 TO GET SIZE
IN BYTES
BUILD TABLE IN BEGINNING
OF CORE AREA AS
FOLLOW-UP LIST VAR. FOR
AVAILABLE LIST-2 BYTES
FIELD 1-4 BYTES
LENGTH OF FIELD
1-2 BYTES
ETC.
R6 ACCUMULATES TABLE LEN.
R4 INCREMENTS THROUGH TBL.
GET NEXT PARAMETER-NAME
OF FIELD-BYPASS
LNK FIELD AND LENGTH
SINCE THEY ARE KNOWN
PUT FIELD NAME IN TABLE
GET NEXT PARAMETER-FIELD
LENGTH
ACCUMULATE NODE LENGTH
PUT LENGTH IN TABLE
<table>
<thead>
<tr>
<th>Command</th>
<th>Source Register</th>
<th>Destination Register</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>LA</td>
<td>R6,6(R6)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LA</td>
<td>R4,6(R4)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TM</td>
<td>4(R10),X'80'</td>
<td>IS THIS LAST PARAMETER</td>
<td></td>
</tr>
<tr>
<td>BZ</td>
<td>STORNXT</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>L</td>
<td>R7,RSBLKST</td>
<td>SET R7 TO BEGINNING OF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>TABLE-R7 WILL</td>
<td></td>
</tr>
<tr>
<td>LR</td>
<td>R9,R4</td>
<td>CONTAIN BASE ADDRESS R4</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>WILL CONTAIN</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>ACTUAL ADDRESS-DIFFERENCE</td>
<td>WILL BE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>DISPLACEMENT ADDRESS TO</td>
<td>BE STORED IN LINK</td>
</tr>
<tr>
<td></td>
<td></td>
<td>FIELD OF EACH NODE</td>
<td></td>
</tr>
<tr>
<td>SR</td>
<td>R9,R7</td>
<td>DISPLACEMENT OF AVAIL</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LIST-FIRST ENTRY IN</td>
<td></td>
</tr>
<tr>
<td>STH</td>
<td>R9,0(R7)</td>
<td>TABLE</td>
<td></td>
</tr>
<tr>
<td>SR</td>
<td>R5,R6</td>
<td>R5 NOW HAS CORE LEFT FOR</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>LIST</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CREATE AVAL LIST</td>
<td></td>
</tr>
<tr>
<td>LR</td>
<td>R7,R5</td>
<td>DIVIDE R5 BY R8 TO</td>
<td></td>
</tr>
<tr>
<td>SR</td>
<td>R6,R6</td>
<td>DETERMINE HOW MANY</td>
<td></td>
</tr>
<tr>
<td>DR</td>
<td>R6,R8</td>
<td>NODES WILL FIT INTO</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>REMAINING AREA STORE</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>THAT NO. IN R7</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>R4 NOW HAS ACTUAL ADDRESS</td>
<td></td>
</tr>
</tbody>
</table>
* LNKNXT AR R9,R8 R9 NOW HAS RELATIVE ADDRESS OF NEXT NODE
* STH R9,RSBLKST FOR ALIGNMENT
MVC 0(2,R4),RSBLKST
AR R4,R8
BCT R7,LNKNXT
SR R4,R8 SET LNK FIELD IN LAST NODE TO ZEROES
* STH R7,RSBLKST FOR ALIGNMENT
MVC 0(2,R4),RSBLKST
LM 2,12,28(13)
MVI 12(13),X'FF'
BR R14 RETURN
RSBLKST DS F REG SAVE AREA
END
Appendix B

Subroutine IAVAIL.

The following is a source statement listing of Subroutine IAVAIL.
* SUBROUTINE IAVAIL

IAVAIL  START 0
USING *,R15
STM 14,12,12(13)  STORE REGS FROM CALLING

* R0  EQU 0  RESULT
R1  EQU 1  PARAMETER LIST
R4  EQU 4  TABLE ADDRESS-BASE
R5  EQU 5  DISPLACEMENT
R14  EQU 14  RETURN
R15  EQU 15  BASE

* I-A-IAVAIL(X)
* I-A IS WHERE RESULT IS STORED
* X IS DUMMY ARGUMENT

L    R1,=V(SETUP)
L    R4,0(R1)  BASE IN R4
SR   R5,R5
LH   R5,0(R4)  LINK OF NEXT NODE FROM

* LR   R0,R5  RESULTANT VALUE
AR   R5,R4  BASE + DISPLACEMENT
MVC  0(2,R4),0(R5)  GET LINK OF NEXT NODE
LM   2,12,29(13)  AND PLACE IN TABLE
MVI  12(13),X'FF'
BR   R14
END
Appendix C

Subroutine SLINK

The following is a source statement listing of Subroutine SLINK.
* SUBROUTINE SLINK *

SLINK START 0
USING *,R15
STM 14,12,12(13)
R1 EQU 1
R4 EQU 4
R5 EQU 5
R6 EQU 6
R7 EQU 7
R8 EQU 8
R14 EQU 14
R15 EQU 15

* CALL SLINK(IA,NODE) *
* IA IS LIST VARIABLE TO BE STORED IN LINK FIELD OF NODE *
* NODE IS LIST VARIABLE OF NODE *

LR R7,R1
L R6,0(R1) ADDRESS OF IA IN R6
L R5,4(R1) ADDRESS OF NODE IN R5
L R1,=V(SETUP)

LOOP L R4,0(R1) TABLE BASE IN R4
L R5,0(R5)
AR R4,R5
MVC 0(2,R4),2(R6) PUT VALUE OF IA IN LINK
TM 4(R7),X'80' FIELD
BO RET LAST SET OF PARAMETERS
LA R7,8(R7)
L R6,0(R7)
L          R5,4(R7)
B          LOOP
RET        LM   2,12,28(13)
           MVI  12(13),X'FF'
           BR   R14
END
Appendix D

Subroutine LINK

The following is a source statement listing of Subroutine LINK.
SUBROUTINE LINK

LINK START 0

USING *,R15

STM 14,12,12(13) STORE REGS FROM CALLING PROGRAM

R0 EQU 0 RETURN RESULT
R1 EQU 1 PARAMETER LIST POINTER
R4 EQU 4 ADDRESS OF TABLE
R5 EQU 5 VALUE OF ARGUMENT
R14 EQU 14 RETURN
R15 EQU 15 BASE

* IA=LINK(LINK(LINK(LISTVR)))
* IA IS WHERE RESULTANT LIST ADDRESS IS PLACED--BASE
* DISPLACEMENT FORM
* LISTVR IS NAME OF LIST VARIABLE-DISPLACEMENT FORM-

L R5,0(R1) ADDRESS OF LIST VARIABLE
L R1,=V(SETUP)
L R4,0(R1) ADDRESS OF TABLE-BASE-
A R4,0(R5) BASE + DISPLACEMENT
MVC FWRD(2),(R4) ALIGNMENT
LH R0,FWRD
LM 2,12,28(13)
MVI 12(13),X'FF'
BR R14

FWRD DS F

END
Appendix E

Subroutine STASH

The following is a source statement listing of Subroutine STASH.
SUBROUTINE STASH

* CALL STASH(LISTV,NODEFLD,INFO,NODEFLD2,INFO2,-----)
* LISTV IS NAME OF LIST VARIABLE THAT CONTAINS THE LIST
* ADDRESS OF THE NODE.
* NODEFLD IS THE FIELD NAME IN THE NODE.
* INFO IS THE VARIABLE THAT CONTAINS THE INFO TO BE
* STORED.

L    R5,0(R1)    LOAD PARAMETERS
L    R5,0(R5)
L    R9,8(R1)
L    R10,8(R1)
L          R1, = V(SETUP)  GET ADDRESS OF TABLE FROM SETUP

L          R4, 0(R1)    AND PUT IN R4
LR         R8, R4      BASE IN R8
LA         R4, 2(R4)   BYPASS LINK FIELD IN
LA         R8, 2(R8)   TABLE
STM        R4, R5, SV45
ST         R8, SV8

NEXT

CLC        0(4, R6), 0(R4)  FIND FIELD NAME IN
BE          FOUND TABLE
AH         R8, 4(R4)     ADD FIELD LENGTH FROM
LA         R4, 6(R4)     TABLE TO R8
B           NEXT

EXMVC      MVC 0(0, R5), 0(R9)  STORE

FOUND

LH         R7, 4(R4)     FIELD LENGTH IN R7
AR         R5, R8       BASE + DISPLACEMENT OF FIELD

BCTR       R7, 0        SUBTRACT ONE FROM R7
EX          R7, EXMVC    FOR EX COMMAND
TM          0(R10), X'80'

BO          FINIS
L           R6, 8(R10)   NEXT PARAMETERS
L           R9, 8(R10)
LA          R10, 8(R10)
LM          R4, R5, SV45
L           R8, SV8
B           NEXT
FINIS EQU *
LM 2,12,28(13)  RESTORE REGS FROM CALLING
MVI 12(13),X'FF'  PROG
BR R14
SV45 DS 2F
SV8 DS F
END
Appendix F

Subroutine GET

The following is a source statement listing of Subroutine GET.
SUBROUTINE GET

GET
START 0
USING *,R15
STM 14,12,12(13)

R0 EQU 0 RESULT
R1 EQU 1 PARAMETER POINTER
R4 EQU 4 BASE
R5 EQU 5 NODE VALUE - DISPLACEMENT
R6 EQU 6 FIELD NAME OF NODE
R7 EQU 7 DATA LENGTH
R8 EQU 8 DISPLACEMENT WITHIN NODE
R9 EQU 9 POINT TO VINFO
R10 EQU 10 SAVE PARM LIST POINTER
R15 EQU 15

* CALL GET(NODE,FIELD1,VINFO1,FIELD2,VINFO2,---------)
* NODE IS LIST VARIABLE FOR NODE OF INTEREST
* FIELD1 IS FIELD OR CELL NAME WHERE INFORMATION IS STORED
* VINFO IS SYMBOLIC NAME OF CORE LOCATION WHERE THE INFORMATION WILL BE PLACED

L R5,0(R1)
PUT NODE VALUE IN R5
L R5,0(R5) R5 POINTS TO FIELD VALUE
L R6,4(R1) POINT TO VINFO
L R9,8(R1)
LA R10,8(R1)
L R1,=V(SETUP)
L R4,0(R1) ADDRESS OF TABLE
AR  R5,R4       BASE + DISPLACEMENT
LA  R4,2(R4)    BYPASS LINK FIELD
LA  R5,2(R5)    LENGTH OF LINK FIELD
STM R4,R5,SV45

NEXT  CLC  0(4,R6),0(R4)  FIELD IN TABLE
       BE  FOUND
       AH  R5,4(R4)
       LA  R4,6(R4)
       B   NEXT

EXMVC MVC  0(0,R9),0(R5)

FOUND LH  R7,4(R4)    LENGTH OF DATA FIELD
       BCTR R7,RO     SUBTRACT ONE FOR EXEC
       EX  R7,EXMVC   COMMAND
       TM  0(R10),X'80'
       BO  FINIS
       LM  R4,R5,SV45

L   R6,4(R10)   NEXT FIELD VALUE
L   R9,8(R10)   NEXT VINFO
LA  R10,8(R10)
B   NEXT

FINIS EQU  *

LM  2,12,28(13)  RESTORE REGS FROM CALLING
MVI 12(13),X'FF'  PROGRAM
BR  14

SV45 DS  2F
END
Appendix G

Subroutine ERASE

The following is a source statement listing of Subroutine ERASE.
SUBROUTINE ERASE

ERASE START 0
USING *,R15
STM 14,12,12(13)
R1 EQU 1
R4 EQU 4
R5 EQU 5
R6 EQU 6
R7 EQU 7
R8 EQU 8
R14 EQU 14
R15 EQU 15

* CALL ERASE(IA)
* RETURN TO AVAILABLE LIST THE NODE REFERENCED BY THE
* LIST VARIABLE IA
* ALSO SET VALUE OF IA TO ZERO SO THAT IA CAN NO LONGER
* BE USED WITHOUT BEING RESTORED

L R6,9(R1) ADDRESS OF IA
L R1,=V(SETUP)
L R4,0(R1) TABLE BASE IN R4
LH R5,0(R4)
LR R8,R6
AR R5,R4 PUT TABLE IN LINK

* FIELD OF NODE

L R6,0(R6) BEING RETURNED
LR R7,R6 SAVE BASE VALUE OF IA
AR R6,R4
MVC  0(2,R6),0(R4)  
STH  R7,0(R4)       PUT IA IN TABLE LINK  
SR   R1,R1          
ST   R1,0(R8)       ZERO OUT IA  
LM   2,12,28(13)    
MVI  12(13),X'FF'    
BR   R14             
END
Appendix H

Sample Problems

Three sample programs have been written to demonstrate the use of the seven FLIP subroutines. The first is the multiplication of two polynomials. The input is one header card followed by one or more coefficient and exponent cards for each polynomial. The header card contains the variable and the number of terms in the polynomial. The format for the header card is:

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Number of terms in polynomial</td>
</tr>
<tr>
<td>3</td>
<td>Variable name</td>
</tr>
</tbody>
</table>

The format of the data cards is:

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>Coefficient term</td>
</tr>
<tr>
<td>11-12</td>
<td>Exponent term</td>
</tr>
</tbody>
</table>

The second sample is the division of two polynomials. The input data format is the same as in the above sample with the dividend taken to be the first polynomial and the divisor taken to be the second.

The third sample will read in and create a list of names, social security numbers, birth years, high school codes, and the sex of a given group of people. A sort
will then be done on social security number and the list printed out in sequence by social security number. It should be noted that the only data movement will be that of the social security numbers and their corresponding list variables.

The format for the data is:

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-22</td>
<td>Name</td>
</tr>
<tr>
<td>27-28</td>
<td>Year of birth</td>
</tr>
<tr>
<td>30</td>
<td>Sex</td>
</tr>
<tr>
<td>38-40</td>
<td>High school code</td>
</tr>
<tr>
<td>43-51</td>
<td>Social Security Number</td>
</tr>
</tbody>
</table>
C POLYNOMIAL MULTIPLY
DIMENSION POLYNOMIAL MULTIPLY
COEF=1.0
EXP=2.0
CALL SETUP(RESBLK,500,LNK,2,COEF,4,EXP,4)
LV1=IAVAIL(X)
LV2=IAVAIL(X)
LVP=IAVAIL(X)
L1=LV1
N=0
LP=LVP
PRINT 4
4 FORMAT(8X,'MULTIPICAND')
7 READ 1,N1,V1
1 FORMAT(I2,A1)
LOOP=1
6 READ 2,COF,IEX
2 FORMAT(F10.1,I2)
CALL STASH(L1,COEF,COF,EXP,IEX)
PRINT 8,COF,V1,IEX
IF(LOOP .EQ. N1) GO TO 5
LOOP=LOOP+1
L=IAVAIL(X)
CALL SLINK(L,L1)
11=1
GO TO 6
5 L1=LV2
N=N+1
IF(N .EQ. 2) GO TO 11
PRINT 12
12 FORMAT(8X,'MULTIPLIER')
GO TO 7
11 II=2*N1-2
DO 10 I=1,II
L=IAVAIL(X)
CALL SLINK(L,LP)
10 LP=L
CALL POLYMT (LV1,LV2,LVP,N1,COEF,EXP)
PRINT 3
3 FORMAT(8X,'PRODUCT')
LOOP=1
9 CALL GET(LVP,COEF,C1,EXP,IX)
IF(C1 .EQ. 0.0) GO TO 13
PRINT 8,C1,V1,IX
8 FORMAT(1X,F10.2,A1,'EXP',I2)
13 IF(LOOP .EQ. 2*N1-1) STOP
LOOP=LOOP+1
LVP=LINK(LVP)
GO TO 9
END
SUBROUTINE POLYMT (LV1, LV2, LVP, NTERMS, COEF, EXP)
C MULTIPLY LV1 BY LV2 RESULT IN LVP.
C ALL CELLS IN LV1 and LV2 MUST BE INITIALIZED.
C IF A TERM IS MISSING, COEF MUST BE SET TO ZERO.
C NTERMS IS NUMBER OF TERMS IN POLYNOMIAL
C COEF IS FIELD NAME OF COEFFICIENT FIELD
C EXP IS FIELD NAME OF EXPONENT FIELD
NPERMS=2*NTERMS-1
LVWRK=IAVAIL(X)
LVW2=LVWRK
LVW3=LVWRK
LV=LVWRK
IN=NTERMS-1
DO 1 I=1,NPERMS
   N=IAVAIL(X)
   CALL SLINK(N,LV)
LV=N
1 CONTINUE
LVV2=LV2
IOUTER=1
LVP1=LVP
LOOP=1
ZERO=0.0
IEXP=2*NTERMS-2
6 CALL STASH(LVP1,COEF,ZERO,EXP,IEXP)
   IF(LOOP .EQ. NPERMS) GO TO 5
   LOOP=LOOP+1
   LVP1=LINK(LVP1)
   IEXP=IEXP-1
   GO TO 6
5 LVW1=LVWRK
LVV1=LV1
CALL GET(LVV2,COEF,C2)
DO 9 I=1,NPERMS
   CALL STASH(LVV1,COEF,ZERO)
9 LVW1=LINK(LVW1)
LVW1=LVWRK
INNER=1
2 CALL GET(LVV1,COEF,C1)
   C2=C1*C2
   CALL STASH(LVW2,COEF,C3)
   IF(INNER .EQ. NTERMS) GO TO 3
   LVV1=LINK(LVV1)
   LVW2=LINK(LVW2)
   INNER=INNER+1
   GO TO 2
3 CALL CELLAD (LVWRK,LVP,NTERMS,COEF,EXP)
   IF(OUTER .EQ. NTERMS) GO TO 7
   IOUTER=IOUTER+1
   LVV2=LINK(LVV2)
LVW3 = LINK(LVW3)
LVW2 = LVW3
GO TO 5

7
DO 8 I = 1, IN
LVWL = LINK(LVWRK)
CALL ERASE(LVWRK)

8
LVWRK = LVWL
CALL ERASE(LVWL)
RETURN
END
SUBROUTINE CELLAD (LV1,LV2,NTERMS,COEF)
LVV1=LV1
LVV2=LV2
I=1
1
   CALL GET(LVV1,COEF,C1)
   CALL GET(LVV2,COEF,C2)
   C2=C2+C1
   CALL STASH(LVV2,COEF,C2)
   IF(I .EQ. 2^NTERMS-1) RETURN
   I=I+1
   LVV1=LINK(LVV1)
   LVV2=LINK(LVV2)
   GO TO 1
END
5Z
1.3 4
2.0 3
3.0 2
1.2 1
0.0

5Z
5.0 4
0.0
4.0 2
3.0 1
10.0
**MULTIPLICAND**
1.30ZEXP 4  
2.00ZEXP 3  
3.00ZEXP 2  
1.20ZEXP 1  
0.0 ZEXP 0

**MULTIPLIER**
5.00ZEXP 4  
0.0 ZEXP 0  
4.00ZEXP 2  
3.00ZEXP 1  
10.00ZEXP 0

**PRODUCT**
6.50ZEXP 8  
10.00ZEXP 7  
20.20ZEXP 6  
17.90ZEXP 5  
31.00ZEXP 4  
33.80ZEXP 3  
33.60ZEXP 2  
12.00ZEXP 1
PROGRAM

C POLYNOMIAL DIVIDE
DIMENSION RESBLK(500)
COEF=1.0
EXP=2.0
CALL SETUP(RESBLK,500,LNK,2,COEF,4,EXP,4)
LDVD=IAVAIL(X)
LDVR=IAVAIL(X)
LQ=IAVAIL(X)
LR=IAVAIL(X)
L1=LDVD
NSW=0
PRINT 8
8 FORMAT(1X,'DIVIDEND')
10 READ 1,N1,V
1 FORMAT(I2,A1)
LOOP=1
6 READ 2,COF,IEX
2 FORMAT(F10.1,I2)
CALL STASH(L1,EXP,IEX,COEF,COF)
PRINT 17,COF,V,IEX
IF(LOOP .EQ. N1) GO TO 5
LOOP=LOOP+1
L=IAVAIL(X)
CALL SLINK(L,L1)
L1=L
GO TO 6
5 IF(NSW .EQ. 1) GO TO 7
L1=LDVR
ND=N1
PRINT 9
9 FORMAT(1X,'DIVISOR')
GO TO 10
7 NR=N1
L1=LQ
LOOP=1
COF=0.0
IEX=0
12 CALL STASH(L1,COEF,COF,EXP,IEX)
IF(LOOP.EQ.ND) GO TO 11
L=IAVAIL(X)
CALL SLINK(L,L1)
L1=L
LOOP=LOOP+1
GO TO 14
PRINT 15
15 FORMAT(1X,'QUOTIENT')
16 LQ=LINK(LQ)
PRINT 18
18 FORMAT(1X,'REMAINDER')
NRMO=NR-1
DO 19 I=1,NRMO
CALL GET(LR,COEF,C1,EXP,IX)
IF(C1 .EQ. 0.0) GO TO 19
PRINT 17,C1,V,IX
19 LR=LINK(LR)
STOP
END
SUBROUTINE POLYDV(LDVD, ND, LDVR, NR, LQ, LR, COEF, EXP)
C
DIVIDE LDVD WITH ND TERMS BY LDVR WITH NR TERMS,
C
PUT QUOTIENT WITH ND TERMS IN LQ AND REMAINDER
C
WITH NR TERMS IN LR. FIELD NAMES ARE COEF AND
C
EXP FOR COEFFICIENT AND EXPONENT TERMS IN EACH
C
NODE.
WD=IAVAIL(X)
WL=IAVAIL(X)
I=1
COF=0.0
IEX=0
LDW=WD
LL=WL
LDD=LDVD
1
CALL GET(LDD,COEF,CW,EXP,IW)
CALL STASH(LDW,COEF,CW,EXP,IW)
CALL STASH(LL,COEF,COF,EXP,IEX)
IF(I.EQ.ND) GO TO 2
LDD=LINK(LDD)
L=IAVAIL(X)
CALL SLINK(L,LDW)
LDW=L
L=IAVAIL(X)
CALL SLINK(L,LL)
LL=L
I=I+1
GO TO 1
2
LWQ=LQ
LWR=LR
LDW=WD
LLW=WL
LDVRW=LDVR
5
CALL GET(LDVRW,EXP,IEXDVR)
CALL GET(LDW,EXP,IEXDVD)
IF(IEXDVR .GT. IEXDVD) GO TO 3
CALL GET(LDVRW,COEF,CDVR)
CALL GET(LDW,COEF,CDVD)
CQ=CDVD/CDVR
IEXQ=IEXDVD-IEXDVR
LDW=LINK(LDW)
CALL STASH(LWQ,COEF,CQ,EXP,IEXQ)
LSLDW-LDW
LDRN=LINK(LDVR)
NRMO=NR-1
DO 4 I=1,NRMO
CALL GET(LDRN,COEF,CDVRN)
CALL GET(LSLDW,COEF,C1)
CW=C1-CQ*CDVRN
CALL STASH(LSLDW,COEF,CW)
LDRN = LINK(LSLDW)
LSLDW = LINK(LSLDW)
LWQ = LINK(LWQ)
GO TO 5

3  NRMO = NR - 1
   DO 6 I = 1, NRMO
      CALL GET(LDW, COEF, C1, EXP, IEX)
      CALL STASH(LWR, COEF, C1, EXP, IEX)
   LWR = LINK(LWR)
6  LDW = LINK(LDW)
RETURN
END
### SAMPLE INPUT

**6X**

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<tr>
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<tr>
<td>9.0</td>
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<tr>
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<tr>
<td>2.0</td>
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</tbody>
</table>

**3X**

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<tr>
<td>-3.0</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>DIVIDEND</td>
<td></td>
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<tr>
<td>-----------------</td>
<td>-----------</td>
<td>-------</td>
</tr>
<tr>
<td>2.0</td>
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<tr>
<td>1.0</td>
<td>1.0EXP 4</td>
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<tr>
<td>-5.0</td>
<td>9.0EXP 2</td>
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<tr>
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<td>12.0EXP 1</td>
<td></td>
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<td>12.0</td>
<td>2.0EXP 0</td>
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<tr>
<td>DIVISOR</td>
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<tr>
<td>1.0EXP 2</td>
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<tr>
<td>2.0EXP 1</td>
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</tr>
<tr>
<td>-3.0EXP 0</td>
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<tr>
<td>QUOTIENT</td>
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<tr>
<td>2.0EXP 3</td>
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<tr>
<td>-3.0EXP 2</td>
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<tr>
<td>7.0EXP 1</td>
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<tr>
<td>-14.0EXP 0</td>
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<tr>
<td>REMAINDER</td>
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</tr>
<tr>
<td>61.0EXP 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-40.0EXP 0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
C

DIMENSION RESBLK(500), LK(99), NAM(6)

SS = 1.0
NAME = 2
YBR = 3.0
SEX = 4.0
HSCL = 5.0

CALL SETUP(RESBLK, 500, LK, 2, SS, 4, NAME, 22, YBR, 
12, SEX, 1, HSCL, 4)

DO 5 I = 1, 1000
READ(5, 1, END = 2) NAM, IYBR, ISEX, ISCL, ISS

1 FORMAT(5A4, A2, 3X, A2, 1X, A1, 7X, A3, 2X, I9)

LK(I) = AVAL(X)
CALL STASH(LK(I), SS, ISS, NAME, NAM, YBR, IYBR, SEX,
ISEX, HSCL, ISCL)

CONTINUE

2 I = I - 1
M = I
N = M / 2

3 I = 1
J = I + N

7 CALL GET(LK(I), SS, ISS)
CALL GET(LK(J), SS, JSS)
IF(ISS .GT. JSS) GO TO 6

4 IF(J .EQ. M) GO TO 9

J = J + 1
I = I + 1
GO TO 7

6 LSV = LK(I)
LK(I) = LK(J)
LK(J) = LSV
GO TO 4

9 IF(N .EQ. 1) GO TO 11
N = N - 1
GO TO 3

11 WRITE(6, 14)

14 FORMAT(1X, 'NUMBER', 5X, 'YR', 1X, 'SEX', 1X, 'H.S.', '/)
DO 12 I = 1, M
CALL GET(LK(I), SS, ISS, NAME, NAM, YBR, IYBR, SEX,
ISEX, HSCL, ISCL)

12 WRITE(6, 13) ISSNAM, IYBR, ISEX, ISCL

13 FORMAT(1X, I9, 2X, 5A4, A2, 2X, A2, 2X, A1, 2X, A3)
STOP

END
<table>
<thead>
<tr>
<th>NAME</th>
<th>SEX</th>
<th>AGE</th>
<th>ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>KARIMI AHMAD</td>
<td>M</td>
<td>48</td>
<td>111</td>
</tr>
<tr>
<td>SAADAT MOHAMAD H</td>
<td>M</td>
<td>50</td>
<td>555</td>
</tr>
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VITA

Karl A. Fugal

Candidate for the Degree of

Master of Science

Thesis: A FORTRAN List Processor (FLIP)

Major Field: Applied Statistics

Biographical Information:

Personal Data: Born at American Fork, Utah, December 3, 1939, son of Bryan C. and Jennie Burch Fugal; married Carol Don Carpenter on August 26, 1962.

Education: Attended elementary school in Pleasant Grove, Utah; graduated from Pleasant Grove High School in 1958; received a Bachelor of Science degree from Utah State University with a major in mathematics and a minor in physics, in June, 1964; completed requirements for the Master of Science degree at Utah State University in 1970.